

**NEOGEO POCKET software cartridge** 

Supported by NGP COLOR

#### GREETINGS!

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge.

Before you begin, be sure to read through this user's manual and learn how to play the game property for extended gaming entertainment.

Keep this user's manual in a safe place.

\*Because screen shots shown in this user's manual were taken during the development stage of this game, be aware certain variations may exist.

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#### **NEOGEO POCKET MAIN UNIT PARTS AND FUNCTIONS**

#### **Joystick**

Move character, jump, crouch, guard / Move cursor (selection of items)

#### A Button

Attack (Strength and weakness determined by length button is pushed) / Decide

#### **B** Button

Fake Out / Cancel (Commands, etc.)

#### **OPTION Button**

Pause game play (Push again to release pause.)

\*For further details on character movement, see pp. 18 to 19.



#### Game Screen



#### Character Panel Display

Shows player character's face.

#### Power Gauge

Displays amount of remaining power; when it's all used up, the game ends.

#### **3** Remaining Time

Displays time remaining in the round.

#### 4 Personality Display

Displays character's sword type (Chivalry or Treachery).

#### 5 Supplemental Ability Panel Display

Displays Methods of Mayhem added to a character.

#### 6 Match Number

Can be changed from 1 to 3 in the Option mode (See p. 16).

#### Rage Gauge

Rises when hit by opponent and increases attack strength when it reaches MAX.

### **Beginning Game Play**

Pushing the A button on the Title screen calls up the Game Mode screen.

Select the desired mode using the joystick and push the A button to begin the mode.



**1P PLAY** ..... A one-player story mode.

SURVIVAL ......A mode without a continue option in which you take on as many opponents as you can before being defeated.

When you lose against an opponent, the game automatically ends.

**OVS PLAY**.....A mode for two-player competition with the separately sold NEOGEO POCKET LINK CABLE (See p. 20).

**COLLECTION**.....A mode that lets you check and trade graphic cards (See p. 22).

**OPTION** A mode that lets you change various game settings (See p. 24).

When the Character Select screen is displayed, select the desired character and push the A button to confirm your choice. Next, select a personality type (either Chivalry or Treachery) and push the A button to confirm your choice and begin the match. When a different personality type is selected, the same character can use different Methods of Mayhem.

#### CONTINUE

When you lose a match in the "1P PLAY" or "VS PLAY" modes, the Continue screen will appear. When you want to continue game play, push the A button.

## CHARACTER MOVEMENT COMMANDS

Arrow marks (→) represent joystick directions, and A, B are abbreviations for buttons.

#### BASIC COMMANDS (For characters facing right)

Forward	→ (Press → → quickly for the "Bakufu Blitz" Step-In Attack.)
Backward	← (Press ← ←quickly for the Flying Retreat.)
Jump	K or ↑or ≯
Crouch	<b>∠</b> or <b>↓</b> or <b>∖</b>
Guard	← (Stand) or ✔ (Crouch) when attacked.
Attack	A (Press briefly for a "Weak" attack / Press longer for a "Strong" attack)
Fake Out	В



## **CHARACTER MOVEMENT COMMANDS**

#### Other Commands (When the character is facing right)

Escape Step-In	During escape →
Escape Step-Back	During escape ←
Shish Kabob Toss	Near opponent, → + A (pressed down at length)
Body Snag	Near opponent, + + A (pressed down at length)
Passivity Roll	Before being knocked down, push A or B
Forward Rise	→ when down
Backward Rise	← when down
Rising Middle Attack	A when knocked down
Rising Low Attack	B when knocked down
Rage Explosion	A, B pushed down simultaneously
Flash Attack	A, B pushed down simultaneously during Rage Explosion
Hidden Methods of Mayhem	When the rage gauge reaches MAX, ←→ ↓ + A
s c s *	← or → or ↓ + B, then AAA or ABB or BBB

\*"SCS" stands for "Samurai Combination System" which enables combination slice moves.

#### **VS PLAY**

With the separately sold NEOGEO POCKET LINK CABLE, link two NEOGEO POCKET units together and play a two-player VS MATCH.

## Preparations to Start

(Things you need)

- •NEOGEO POCKET Main Units ...... 2 units
- •"Samurai Shodown 2" Software Cartridges .... 2 cartridges

## 2 Starting Game Play

After both units show the title screen, both players should push the A button, select "VS PLAY" on the Game Mode Select screen, and push the A button. When each player selects a character, personality type, and level, two-player game play will begin.

#### \* WARNING

If preparations are not correctly made, the cable is pulled out or inserted during game play, the game will not run normally. If the game malfunctions, turn the power switch of each unit off once and then follow the procedures from step 1 again.

### **COLLECTING GRAPHIC CARDS**

#### **Getting Graphic Cards during Game Play**

By meeting certain conditions during game play, you receive a graphic card (these are automatically saved in the Collection Mode). By entering the Collection Mode, you can see collected cards (see p. 22).



#### **Graphic Card Privileges**

New Methods of Mayhem commands are written on graphic cards. After choosing a character and personality type, if you have the selected character's card, a screen appears showing the effect of the card on the player.

#### **Trading Graphic Cards with Communication Links**

By using the separately sold NEOGEO POCKET LINK CABLE, you can trade collected graphic cards with other players (see p. 23).

#### **COLLECTION MODE**

Select "COLLECTION" on the Game Mode Selection screen to call up the Collection Menu screen. Select the menu with the joystick and push the A button to confirm. Operations in each menu are: Select items with the



joystick. Push the A button to confirm selections. Push the B button to return to the previous screen.

#### **Card Check**

When the Collection Check screen is displayed, you can see how many cards you have collected by looking at the card panel on the screen. As in VS MODE play, connect two NEOGEO POCKET main units with the NEOGEO POCKET LINK CABLE, insert the software cartridges in the main units, and turn both main units on. Basic commands are: Select items with the joystick, push the A button to confirm selections, push the B button to return to the previous screen.

#### **Commands for Giving Away Cards**

First, enter Collection Mode, select "TRADE" from the Collection Menu, and push the A button. Next, push the A button when the message appears to call up the menu on the screen, select "CHOOSE", and push the A button again.

#### **COLLECTION MODE**

From the card panel at the bottom of the screen, select a card or cards to give away and push the A button (up to 8 cards can be exchanged at a time). When all cards to be given away are selected, push the B button to return to the menu, select "TRADE", and push the A button. When the message to confirm your trade appears, select "YES" and push the A button to begin the transfer of cards.

When the transfer is completed, select "RETURN" and push the A button to return to the Collection Menu screen.

#### **Commands for Getting Cards**

Enter Collection Mode, select "GET" from the Collection Menu, and push the A button. The screen will enter a stand-by state. After this, wait until all of the cards have been sent. When the data reception has been completed, simple details of cards received will be displayed (cards can be seen in greater detail in "Card Check" mode).

#### **OPTION MODE**

In this mode, the various game settings such as difficulty and match time can be changed. Move the joystick up and down ( 1 1 ) to select an item, and then move it right or left (←→) to change setting contents. To return to the Game Mode



Select screen, push the B button or select "EXIT" and push the A button.

- LEVEL······Change game difficulty for "1P PLAY" games to one of three levels.
- POINT ......Select from 1-, 2-, and 3-fall matches.
- TIME......Change the time of each round for "1P PLAY" games.
- ●VS POINT······Select from 1-, 2-, and 3-fall matches for VS PLAY.
- **VS TIME**.....Change the time for each round for
- "VS PLAY." ■BGM·····Listen to the BGM (Background
  - Music) for each round.
- SE.....Listen to the sound effects used during each round.

## Character and Methods of Mayhem Commands

## Command Chart Symbols

- " -> "......Direction to move the joystick (when characters are facing right)
- "A, B".....Abbreviations for buttons
- \*The force, content, and directions of Moves of Mayhem will vary based on the length buttons are pushed down.
- \*All "Secret Moves" apply to each character (see p. 19).
- \*In addition to commands shown below, there are various other commands. Find them. If you dare!



# **ASRA**

## CHIVALRY

REFL SHULL

→ I ←+AA+BA

SHED MOOSA

\$ > + A

ROFE LEF

→ 1 > + A

NOH AHMU

← 1 1 + B

HIDDEN SECRET METHOD OF MAYHEM: THANATUS

## TREACHERY

LE ILLE BAQUE

\$ >+A

LES MALS

 $\rightarrow \downarrow \searrow + A$ 

LES SHIMA

→ 1 ←+A

LE TAG RAGOO

1 > →+B

HIDDEN SECRET METHOD OF MAYHEMS

Character and Methods of Mayhem Commands

## CHIVALRY

FLAME

1 >→+A

WIND

→ I ←+A

THUNDERBOLT

→ 1 > + A

SLASH

←11+A

HIDDEN SECRET METHOD OF MAYHEM: RAGING HEAVEN

### TREACHERY

FLAME

**↓ >→**+A

ERUPTION → ↓ ←+A

IMPRISONMENT

1 **>⇒**+B

HIDDEN SECRET METHOD OF MAYHEM: FLAMING BLAST

# **TAIZAN MOROSUMI**



# CHARLOTTE

## CHIVALRY

POWER GRADATION

→ 1 > + A

TRIAD SLASH

**1** > → + A

HIDDEN SECRET METHOD OF MAYHEMS
SPLASH GRADATION

## TREACHERY

**POWER GRADATION** 

→ 1 > + A

**BIO NET RUSH** 

1 > → + A

HIDDEN SECRET METHOD OF MAYHEM: CRYSTAL ROSE Character and Methods of Mayhem Commands

## CHIVALRY

HEAVENLY HALO BLAST

→ 1 >+A

DAW FLASH

**↓ >→+**A

NETHERWORLD TOSS

→ 1 1 + B

**NECK SLICE** 

← 1 1 + B

HIDDEN SECRET METHOD OF MAYHEM MAGIC WAVE HEAVEN

#### TREACHERY

WHEEL OF JUSTICE

**↓ >→**+A

EPHEMERAL BOP

**↓ /** ←+AorB

THE VOID

↓ ← → + B

MASH OF MUTABILITY

←12+A

HIDDEN SECRET METHOD OF MAYHEM: COLORFUL CURSE

# SHIKI



## KAZUKI KAZAMA



STATIONARY STRIKE

1 > → + A

GLANT DEATH BLAST

→ 1 > + A

FLAMES OF DISASTER

1 /←+B

**DISPUPTION ERUPTION** 

← 1 / + B

HIDDEN SECRET METHOD OF MAYHEM: IN THE INFERNO



IMBROGLIO ATTACK

← 1 1 + A

FLAMING HOT HADES

→ 1 > + A

FLAMING KNIGHT'S EXPLODING TIGER SLASH

→ ↓ ←+B

**EXPLOSION OF RIGHTEOUSNESS** 

 $(\downarrow \searrow \Rightarrow +A) \times 3$ 

HIDDEN SECRET METHOD OF MAYHEM: CRAZY AWAKENING

### **Character and Methods of Mayhem Commands**

## CHIVALRY

MOON GLOW

→ 1 > + A

LUNAR RING SWING

↓ →+ A(During jump)

SPIRIT SUMMONS

1 €+B

**ECLIPSE** 

14-+A

HIDDEN SECRET METHOD OF MAYHEM LUNAR WATERSPUT WAVE



### TREACHERY

**RISING MOON** 

→ 1 > + A

REFLECTING MOON

I C-+A

LOTUS WHIRLPOOL

 $(1 \rightarrow +A) \times 3$ 

HIDDEN SECRET METHOD OF MAYHEM: HEAVENWARD LOTUS

# SOGETSU KAZAMA





## HAOHMAL

## CHIVALRY

CRESCENT MOON SLASH



SECRET CYCLONE SLASH

\$ > + A

SAKE BOTTLE BASH

I V ←+B

TITAN TOSS

→ 1 >+B

HIDDEN SECRET METHOD OF MAYHEM SLASH OF SUPREME JUDGMENT

## TREACHERY

CRESCENT MOON SLASH

→ 1 >+A

SECRET CYCLONE SLASH

1 >>+A

SECRET EARTHQUAKE SLICE

-/1+A

POWER BURST

→ 1 3+B

HIDDEN SECRET METHOD OF MAYHEM LORD OF HEAVEN SMITE

### CHIVALRY

LIGHTNING WINGS

→ 1 2+A

CHERRY BLOSSOMS SLICE

12-+A

TRIPLE DEATH HACK

 $( \downarrow \searrow \rightarrow + A) \times 3$ 

DEATH DROPS

→ 1 1 + B

IIDDEN SECRET METHOD OF MAYHEM FIVE PHOTON SLICE

## TREACHERY

DEATH OF 100 DEMONS

**↓ >** + A

EVIL GOD POMMELER

⇒↓←+AA

**PURPLE SUNSET** 

← / 1 + A

HIDDEN SECRET METHOD OF MAYHEM.
QUINTUPLE PHOTONS OF ANTI-MATTER



GENJURO KIBAGAMI

# NAKORURU

## CHIVALRY

KAMUI RISSE

-12+A

ANNU MUTSUBE

← LL+A

LELA MUTSUBE

-> 1 >+A

MAMAHAHA GRAB

I / =+B

HIDDEN SECRET METHOD OF MAYHEM: IRUSKA YATRORI MUSSE

## TREACHERY

KAMUI SHIKITAY

1 >>+A

**WOLF POUNCE** 

I C+B

MY SHIKITAY

During "Wolf Pounce," - A

KANTO SHIKITAY

During "Wolf Pounce," -> 1 >+ A

IDDEN SECRET METHOD OF MAYHEM: IRUSKA EMUSHI NEWA SHIKITAY

#### **Character and Methods of Mayhem Commands**

### CHIVALRY

LUPU QUALL

 $1 \rightarrow + A$ 

KONRIL NO NO

→ 1 > + A

UPUN WO

1 / C+A

### KONRIL SHIRA

During jump or 1 or + A

DDEN SECRET METHOD OF MAYHEN

## TREACHERY

LUPU TEC NUM

→ 1 ← + B

KONRIL NYU

1 / -+ A

KONRIL SHIRA

During jump or I or + A

KAMUI SHTOKKE

←II+A

DDEN SECRET METHOD OF MAYHEM RUYAN BEKON RUNOCHOO

# RIMNEREL











## HANZO HATTORI



#### NINJA WINDSPLITTER

↓ → + A(During jump)

EXPLODING DRAGON BLAST

14-+A

**EXPLODING ATOM FLASH** 

→ 1 > +B

SKY CICADE BOOGIE

←→↓←+A

HIDDEN SECRET METHOD OF MAYHEM: WILD WHIRL WIND DIRK

## TREACHERY

SHADOW SPLITTER

←→ ↓ ← + AorB

SHRIKE DROP

→ 1 1 + B

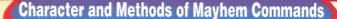
SPIDER DASH

1 >⇒+B

THUNDERBOLT

→ 1 ←+B

HIDDEN SECRET METHOD OF MAYHEM: SUBLIME SHRIKE SLAM



### CHIVALRY

#### SHADOW COPY

←→ 1 ← + AorB

#### **RUSH DOG**

↓ ★ → + A(Pressed shortly)

#### MACHINE GUN DOG

↓ ★→ +A(Pressed down)

#### STRIKE HEADS

↓ → + A(Pressed shortly)

HIDDEN SECRET METHOD OF MAYHEM D.D.D

## TREACHERY

REPLICA ATTACK

←→ ↓ ← + Aor B

PLASMA BLADE

↓ >>+A

STRIKE HEADS

→ 1 > +B

LIGHTNING SLASH

1/4+B

HIDDEN SECRET METHOD OF MAYHEM

# GALFORD



## **UKYO TACHIBANA**



### CHIVALRY

**SWALLOW SWIPE** 

During jump ↓ > or + A

CONCEALED SABRE SNOWFALL SLASH

I/C+A

BLADE OF ZEN SNOWFALL SLASH

1 €+B

**AVALANCHE** 

→ 1 > + B

HIDDEN SECRET METHOD OF MAYHEM: STEAMING SEXTET

## TREACHERY

**SWALLOW SWIPE** 

During jump ↓ 🄰 → + A

MORNING CALM

← I V + A

STILL OF EVENING

← 1 2 + B

MIST OF DREAMS

1 / ← + AorB

HIDDEN SECRET METHOD OF MAYHEM: GHOSTLY AFTERIMAGE MIST

## Character and Methods of Mayhem Commands

#### CHIVALRY

**GEYSER THRUST** 

1 > →+A

TSUNAMI SABLE

→ I V+A

SABRE THRASH

I/++AA

HIDDEN SECRET METHOD OF MAYHEM: JELLYFISH THRUST

\*Enter the Hidden Secret Method of Mayhem command and push the A button to perform the move.

## TREACHERY

GAYSER THRUST

J >>+A

HEAVENLY EXTERMINATOR

ASSURED DESTRUCTION SWIPE

GEYSER DEATH THRUST

1/4+B

HIDDEN SECRET METHOD OF MAYHEM FURIOUS STRING OF STORMS

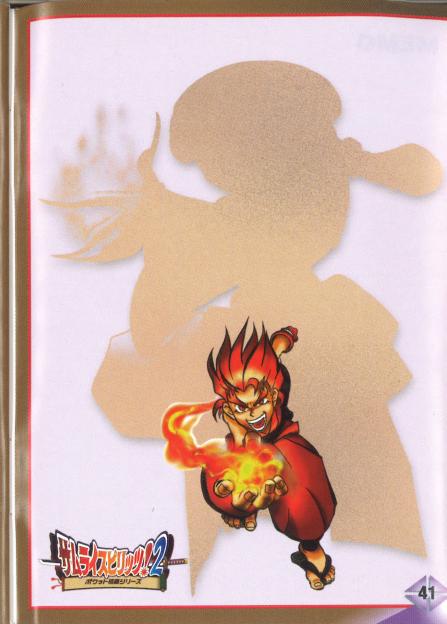
# **JUBEI YAGYU**



# THE PROMPTER

Select the Prompter in the Character Select screen to transform him into another character at random.







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